GURPS® Fourth Edition

Lair of the Fat Man™

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Introduction

This is a 1980s Cold War espionage adventure – but not an ordinary one. It's not a mission in the grim tradition of Ian Fleming's James Bond. This adventure has all the nail-biting drama of several super-spy movies released years ago – the gritty realism of the original film version of *Casino Royale,* the dramatic integrity of *The President's Analyst,* the *film noir* quality of *The Silencers,* and the hard-hitting tragedy of *Our Man Flint*. In short . . . it's silly.

GMs, take note: This does not mean that it's safe. If you intend to use the adventure as written, don't run it as part of an ongoing campaign; it works best as a one-shot change of pace. This adventure is most appropriate for four players and requires at least a day or two of pre-game time to build agents. (GMs should feel free to conceal the true nature of this adventure from their players until the last possible moment.)

The Plot (Such as It Is)

A madman, calling himself the Fat Man, is stealing the world's most precious military secrets from the great powers. He claims to be working unilaterally to disarm the world . . . but who can believe him?

At last, four major world powers, alarmed by this threat, locate what seems to be the lair of this incredibly dangerous man. They send in their top team to smoke him out – a UNISTOMP action team, from a top secret United Nations anti-terrorist agency.

Can the action team, composed of agents from the KGB, CIA, and other spy agencies, forget their hostilities long enough to deal with the Fat Man? Will it work?

This scenario is intended as a short adventure lasting one or two evenings, and makes an interesting break from the usual sort of adventuring. (Indeed, ***Lair*** can be the excuse for a really different sort of party.) Although this adventure is not meant to link with an ongoing campaign, an inventive GM could design a serious game around the UNISTOMP agency.

About the Author

W.G. (Bill) Armintrout began his game design career in 1978 with the publication of ***Hot Spot,*** a Metagaming microgame. In addition to his freelance work, he has worked for Steve Jackson Games, Bard Games, Origin Systems, Electronic Arts, Turbine, Psygnosis, Vicarious Visions; designing, developing, and programming board games, RPGs, computer games, and video games. He currently is the proprietor of The Miniatures Page (**www.theminiaturespage.com**), a website for miniature wargamers.

Some Cautions

As soon as most players hear the name "UNISTOMP," they'll know that this is not an especially serious scenario. The agent briefings at the start of the adventure, if played correctly, should reinforce this feeling. GMs can go too far if they try for exaggerated, obviously fake accents, or overt national stereotypes; it's better to underplay things a bit and let the humor come naturally. (GMs who are gifted with accents are certainly welcome to use them, of course!) Players should get into the spirit of things as the game progresses without overly broad prompting from the GM.

The issue of stereotypes is one to be careful of throughout this adventure. Several encounters have the potential to give offense if not played with tact and sensitivity to the players' feelings. For that reason, GMs are advised not to use this scenario with unfamiliar players; save this for a group of old friends getting together or when your established group wants a break from your usual game. Even then, be aware of where your friends' "line" is, and be sure you stay on the good side of it.

Fine-Tuning the Funny

Not every group appreciates humorous adventures. (Heathens!) It is relatively simple to change this to a serious scenario, just by altering a few details – starting with UNISTOMP's name – and making the Fat Man a genuine menace rather than a twisted puppet master. In a serious game, probably none of the PCs would be double agents, which right there would go a long way toward taking some of the silliness out of the game. In fact, GMs might discard the "enemies working for a common goal" aspect altogether, presenting this as a NATO or Warsaw Pact team, or possibly even a strike team from a single nation. This will, of course, also change the Fat Man's motives.

Conversely, a group might choose to ramp *up* the absurdity, pushing the game toward, or all the way into, farce. In such a game, *everyone* might be a double (or even triple!) agent. These turncoats could well be grotesquely inept at maintaining their cover identities – the only thing saving them is that everyone else is more concerned about their own transparent cover stories than in poking holes in everyone else's. GMs who are fond of movies such as the Austin Powers series do not need any more advice on running such a game.

Finally, another way to change up this scenario is to change the setting. There's nothing in here that absolutely requires a Cold War timeframe. ***Lair of the Fat Man*** could work equally well as a future special ops team sent into a satellite junkyard, a dungeon-crawling adventure party trying to outsmart an evil wizard, or a group of Illuminati University grad students tasked by the Archdean with retrieving certain items of IOU property before Parents-and-Guardian Spirits-and-Fairy Uncles Weekend. (That last game would probably redefine the boundaries of "farce," but that's no reason not to try it!)

Part Zero

Preliminaries

The UNISTOMP Team

On October 12, 1982, the United Nations Security Council met in secret session and resolved that international terrorism had threatened the world for long enough. They created a secret agency, the United Nations International Strategic Taskforce On Mutual Protection – UNISTOMP. Action teams were formed, each composed of agent pairs from as many as six different countries, ready to set aside their missions for their own countries and report to UNISTOMP Headquarters in Belgrade in case of a terrorist crisis.

It is the 1980s, and the peace of the entire world is at stake.

Since UNISTOMP action teams are "on call," ready to respond to any emergency, the players should form their action team before they know the details of the adventure. There are only three steps to get started, all of which should be done in private sessions before the adventure is to be played. Because several of these require exclusive choices, GMs are recommended to find some random way to put the players in order.

First, each player must pick a country of origin. There are four to choose from: U.S.S.R., United States, United Kingdom, and the People's Republic of China. There may only be one player from each country unless there are more than four players in the game. The number of western countries in play (United States and United Kingdom) must equal the number of Communist countries (U.S.S.R. and China) in play. A player with a good reason may choose another country – for instance, France rather than the U.K., or East Germany rather than China – as long as the balance between Communist and non-Communist countries is maintained. (This will, of course, require some adjustment to the story.)

Second, each player must create his PC, the Senior Agent from his country. Each PC should be built on 250 points, as the Senior Agents are hardened professionals. The GM should steer the players toward creating well-rounded characters, rather than mere combat-and-espionage monsters; think about James Bond's skill at the gaming table and his appreciation of fine liquor, for instance. GMs should also consider allowing the agents to take several levels of the Super-Spy Talent (see box). GMs who enjoy extremely cinematic games may choose instead to allow the wildcard skill Spy! (see box). Junior Agents should not have access to either trait; that's *why* they are Junior Agents.

Third, each player may assist the GM in creating the Junior Agent from his country. (If there are more than four players, the players of the Junior Agents should create their PCs on their own.) This assistance should be limited to generic suggestions, and the GM should feel free to add his own twists, especially where disadvantages are concerned! Unless there are more than four players for this adventure, Junior Agents are NPCs under the control of the GM, and all die rolls for NPC Junior Agents will be made by the GM, in secret. However, Junior Agents are supposed to obey the orders of the Senior Agent from his country. Senior Agents should have a general idea of the capabilities of NPC Junior Agents, but may not be aware of those of PC Junior Agents unless those players elect to share. (Even in UNISTOMP, sometimes you get thrown together at the last minute.)

New Talent: Super-Spy

15 points/level

This Talent covers the skills Acting, Current Affairs (Geopolitics), Detect Lies, Disguise, Escape, Fast-Talk, Holdout, Interrogation, Observation, Pickpocket, Search, Shadowing, Sleight of Hand, Stealth, and Tracking. *Reaction bonus:* All members of the PC's organization below his rank, as well as enemy agents of roughly equal rank who are aware of his identity.

New Wildcard Skill: Spy!

see p. B175

This IQ-based wildcard skill can be used for any skill roll that would reasonably, in the GM's opinion, fall under the typical activities of a spy. Note that this does *not* include any combat skills! All skills listed under the Super-Spy Talent, above, can be replaced with the Spy! skill, and the GM may allow others as well. Creative players will probably try to interpret this as broadly as possible, so GMs should rule that activities not directly related to the business of intelligence-gathering are not covered by this skill (e.g., no Carousing or Gambling, no matter how obsequiously the player begs).

After all agents have been created, the players must choose a team language that all agents can speak. If no such language exists, Junior Agents may have to be used as translators. The players may also share information about their characters to ensure that the team has a good balance of languages and skills. The GM should explain that most Senior Agents are well-known to the other intelligence services, and whatever information is shared between players is the result of routine agent briefings, off-stage before the start of the adventure. On the other hand, players are not required to share *any* information . . . and, their PCs being spies, might even lie. Junior Agents should *not* be part of this briefing.

Once this information exchange has concluded, move directly into the start of the adventure.

The Briefing

The GM gives each Senior Agent a quick briefing from that agent's national spy agency. (An American will talk to the CIA chief; a Russian, the KGB chief; etc.) Each Senior Agent will receive certain secret information relevant to his country. Italic text should be read aloud or paraphrased, and should be the same for all Senior Agents.

"The peace of the entire world is at stake.

"A madman calling himself the Fat Man has decided to do away with the world's weaponry. He is, of course, completely insane. Unfortunately, he is crazy like a fox . . . he has struck a vital blow to our national security."

The GM now reads the appropriate secret to the agent.

- *American:* "No doubt you are familiar with plans for the Stealth aircraft series? Operatives working for this Fat Man have gotten their hands on a sheet of plastic film, one meter square, containing the electrical blueprint for an electronic chip essential to the Stealth II series. This sheet must not remain in enemy hands – you must bring it back, or see that it is destroyed."
- *Soviet:* "Agents for this imperialist, capitalist terrorist have somehow managed to make off with one of our most secret weapons. We call it the Micro-Bomb. It is a tactical nuclear device, small enough to fit into the glove compartment of most automobiles. This must be recovered – we cannot allow other countries to know what we have developed."
- *British:* "You'll understand that Her Majesty's Government is rather upset over the loss of a submersible, the *Sea Spectre,* and her crew. She's a research submarine designed for underwater oil prospecting. The sticky part of this is that she is heavily armed. After this Falklands episode, you understand, it was felt that she would need a full array of torpedoes and missiles. Well, it's a pretty mess. We must retrieve this sub, which we know the Fat Man possesses, before any other country can guess that the U.K. has taken the very first steps towards an underwater oil war . . ."
- *Chinese:* "Our country has been shamed. Wing Pau, acupuncturist to the Chairman himself, has been abducted by this Fat Man. We know this to be true. But why? It is a great mystery. Wing Pau is merely an acupuncturist, with no knowledge of political or military secrets – so far as we know. But we cannot be sure. Your mission is to bring back Wing Pau . . . so we can question him."

"At last we've made a break in this case. Our government has learned, and so informed UNISTOMP, the possible location of this Fat Man's lair. We know that he is linked to a fleet of pirate junks operating out of a river in Southeast Asia. This is the chance we've waited for – infiltrate that junk fleet, locate the Fat Man, get our secrets back, and kill him – or better yet, you and the rest of the UNISTOMP team take him back to Belgrade for questioning! Alive!"

At this point, roll 2d to discover what to reveal to the player from the *Information Table* (p. 6).

After you divulge the information, continue with the briefing:

"Your mission, first and foremost, is to defang this Fat Man. Stop him in his tracks! Prevent him from holding your country hostage! Cooperate as much as you dare with your UNISTOMP partners.

"Secondly, recover our secrets from the madman without exposing them to the rest of the world.

"Thirdly, we're certainly not the only country this madman has stolen secrets from! Your government would appreciate it if you could pick up any other secrets that you might find lying around . . . understand?

"This mission is one of stealth and secrecy, not one of simple gunfire and explosives. I have full confidence in you. Good luck!"

(Shake the agent's hand as though the briefing is over, then . . .)

"Oh, yes, I almost forgot . . . If you can manage to dispatch any of the enemy agents on the UNISTOMP team and lay the blame at the Fat Man's door – that would certainly be nice. But don't allow yourself to cripple team strength before your objectives are in sight, and do not allow yourself to be blamed. And remember – the Fat Man comes first."

A Note on NPC Stats

Most NPCs in this scenario are "mooks," not intended to be serious, long-term antagonists. (The impolite term is "cannon fodder.") As a result, their stat blocks are sketchy, and include neither point values nor for the most part any trait not immediately useful during this adventure. GMs who find this objectionable are welcome to stat out all foes; it is recommended that you use a base of 75 points for the junk crew and the Fat Man's "zombies," and 100-125 points for named adversaries such as Black Charlie or Carter.

Information Table

Roll 2d and consult the table.

2-4 – Receive a *clue* about your ally. (U.S. and the U.K. are allies; the U.S.S.R. and China are allies.)

5 – The Junior Agent for China or the U.K., whichever is hostile, is a double agent in your employ!

6 – Receive a *clue* about China or the U.K., whichever is hostile.

7 – Receive a *clue* about the United States or U.S.S.R., whichever is hostile.

8 – The agent's country has already sent its own agent into the area after the Fat Man. That agent has either been captured or killed. To determine if a person is this agent, say to him or her: "Do you ever go fishing?" The agent will reply: "I thought fish were out of season."*

9 – The Junior Agent for the United States or U.S.S.R., whichever is hostile, is a double agent in your employ!

10 – Your informants indicate that the Fat Man is just a front for a notorious Indonesian bandit queen, the famed Dragon Lady. (GM: This clue is false. Instead, this means that this agent's Junior Agent is a double agent in the employ of the Fat Man!)

11-12 – The Junior Agent for your ally is actually a double agent in your employ! (For this event, the U.S. and U.K. are allies, and the U.S.S.R. and China are allies.)

* If this roll comes up more than once, make up new passwords.

Clues

These are the clues referred to in the table:

- *U.S.:* "The Yankees have lost a vital technological secret to the Fat Man, some sort of blueprint or master plan to a military vehicle or device."
- *U.S.S.R.:* "The Kremlin is frantic! Some sort of top secret terrorist device has been run off with by the Fat Man – something small, extremely portable, and terribly powerful in some way that we haven't yet determined."
- *U.K.:* "The British have a top secret naval base in the Orkneys, and one of the docks is standing empty. Our hypothesis is that whatever was in it has been stolen, perhaps by the Fat Man. It must be some sort of naval vessel, but we have no idea precisely what kind."
- *China:* "Sources in Beijing indicate that a key man in the Chinese hierarchy has been abducted by the Fat Man. Whoever he is, the Chinese are making every effort to get him back. He must be important."

So ends the private briefing.

Next comes the briefing of all agents on the team by the UNISTOMP chief in Belgrade.

"Thanks to the work of one of the national spy agencies, and confirmed by other sources, UNISTOMP has located the lair of an international terrorist, the Fat Man. He appears to be operating in conjunction with a pirate fleet of junks run by a bandit chieftain named Black Charlie. These junks are anchored just upriver from a river mouth in Southeast Asia.

"We have made arrangements for a Japanese submarine to take your team as far as the approaches to the river mouth. The sub cannot proceed upriver due to dangerous shallows and shifting mud banks. You will then penetrate the river and do your best to locate and pull the fangs of this Fat Man.

"Good luck!"

Equipment

The players may now equip their Senior and Junior Agents. Money is no object. Each Senior Agent receives:

- One two-man torpedo. This vehicle is capable of transporting two divers in scuba gear. The forward passenger has all maneuver controls – speed, rudder, diving controls – as well as two forward-mounted spearguns (stats identical to the hand-held model, below). Between the forward and rear seats is a 2' × 3' hatch to a storage area 2' deep. It can carry a maximum of 40 lbs. cargo. The forward passenger also has controls for the nose-mounted spotlight and flashing red lights on the tail fins. Move is 3 underwater, 2 on the surface; +1 Move with only one rider; half Move in reverse. Torpedoes are silent running; they are 15' long, 3' in diameter, and do not carry a warhead. Maximum range is 10 hours; maximum depth is 60 ft. for purposes of this adventure.
- One standard speargun (Damage 1d imp, Acc 2, Range 100/150, Weight 3.5/0.4, RoF 1, Shots 1(10), ST 8†, Bulk -6; divide Range by 10 underwater).
- One scuba suit (two tanks, 3 hours per tank; otherwise as on p. B288).
- Other gear chosen from weapon and equipment lists in the ***GURPS Basic Set*** or other sources approved by the GM (notably ***GURPS High-Tech***). All equipment other than the scuba gear and the spearguns must be able to fit in the torpedo cargo space. Total weight of this extra equipment must come to 20 lbs. or less.

Each Junior Agent receives the same equipment except for the two-man torpedo (they share this with their Senior Agent).

The adventure begins when all UNISTOMP team agents and their torpedoes are offloaded by a Japanese diesel submarine just off a river mouth somewhere in Southeast Asia. All equipment other than scuba gear and personal spearguns begins the game stowed in the cargo hatch of the agents' torpedoes.

The Fat Man is crazy like a fox . . . he has struck a vital blow to our national security.

Part One
On the River

First, some recommendations for the GM.

● *Playing area:* This adventure will require at least two areas where players and/or the GM can go and confer out of earshot of the other players (when the party splits up, when certain countries' agents have a powwow, when one agent has special instructions to the GM, for giving orders to a double agent, etc.).

● *Secret messages:* The GM must be prepared to accept and give secret messages to any of the players, using index cards in plain sight, folded notes in secret, a Magic Slate, text messages on a cell phone, whatever. The GM should be adept at making it look like he wants to talk to the players, even when one of them passed the note asking the GM to call them out of the room.

● *Junior Agents:* Junior Agents do *not* attend the private briefings, and therefore do not start the adventure knowing which of their own national secrets have been stolen by the Fat Man, nor which enemy agents are double agents working for their country. Unless they are double agents, Junior Agents will always obey orders from a Senior Agent. (A GM may call for a Quick Contest of Will under severe situations.) All die rolls for Junior Agents are made in secret, by the GM for an NPC and by the player of a PC.

If a Junior Agent is a double agent for another country, he will give priority to orders from the Senior Agent he really works for rather than the Senior Agent from his own country. For instance, a Chinese Junior Agent working for British intelligence would obey an order from the British Senior Agent to shoot his own Chinese Senior Agent! (A double agent will also follow orders from anyone else authorized by his Senior Agent – a Senior Agent could tell his traitor to obey orders from *his* Junior Agent.)

In some cases, a Junior Agent could be a traitor to more than one other country. The GM must randomly determine the foreign country to which the agent is most loyal, or simply ignore any double agent results after the first.

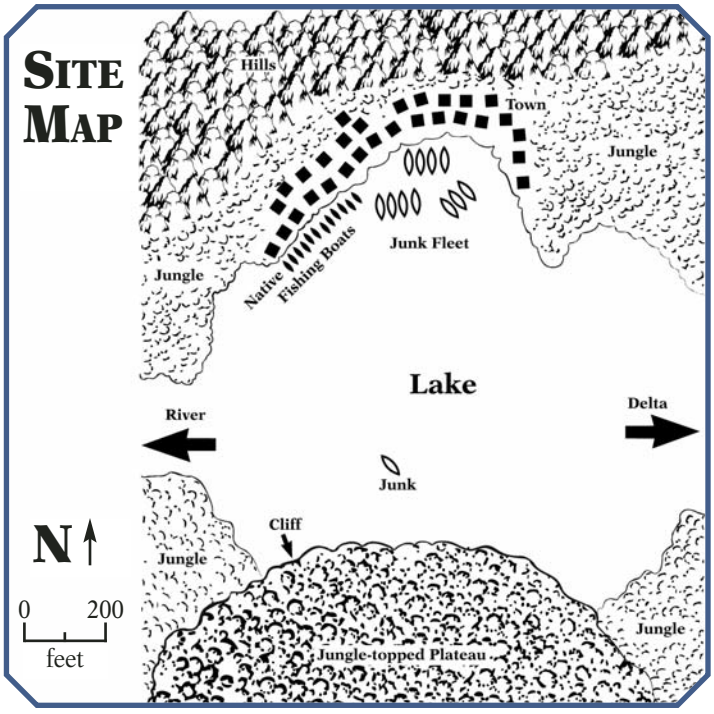
If a Junior Agent is a double agent for the Fat Man, he is automatically loyal to the Fat Man over any other countries for whom he might be a traitor. An agent for the Fat Man will always miss when shooting at agents of the Fat Man. If detected and forced to talk, a Fat Man agent will reveal the truth about the junk fleet, the presence of the submarine, and the fact that the setup is a trap. He knows nothing else, including the layout of the submarine or the nature and locations of the traps.

At sunset, the Japanese diesel submarine releases the action team and its two-man torpedoes just beyond the river mouth and will wait for their return. The torpedoes are designed to home in on their destinations, and the team will have no trouble negotiating the winding, muddy channels of the river delta toward the junk fleet upstream.

Two hours upstream (roughly 10:00 p.m.), the many rivulets of the delta converge to form a large lake. The much larger river continues to lead west from this lake. On the north shore of the lake is a dense jungle rising into shallow hills. A native village sprawls at the base of these hills. To the south, a cliff rises from the water for a thousand feet, topped by more jungle. The bandit fleet of junks is in this lake (see the map below). Almost all of the lights in the village have gone out, and the moonless night is almost impenetrably black. There are no signs of life from the fleet – no drunken shouts, whoops of laughter, or waving torches.

The water is muddy and clogged with floating logs and debris in the river, in the lake, and in the delta. Visibility is severely restricted – agents can see clearly for 10 feet underwater, and can make out lights at 20 feet underwater. Sonar is effectively useless.

Agents will find nothing of use in the jungle, on the cliff, in the hills, in town, or in the main junk fleet. In the unlikely event that the team ventures to these locations, the GM is free to extemporize situations and confrontations. (Be sure to note that it is *dark!* – agents who do not have night-vision gear must use illumination sources . . . which *will* be noticed.) There are no military or police in the village.



All junks may be considered identical in layout and crew to the one detailed below, except that the others have an engine room rather than a diving lock. The sailors in the main junk fleet know no secrets except that cargo is taken to the solitary junk in the center of the lake, but none is ever taken away . . . (and *all* shipments are in the dead of night!).

The only real point of interest is the solo junk. (See the schematic on p. 9.) This junk is a secret relay point for the Fat Man. On the bottom of this junk is a hatch leading to an airtight diving lock. Divers for the Fat Man enter the ship through this hatch, unlock the hatch leading to the rest of the ship, and allow the crew to load food, small arms, and other supplies into the lock. Afterward, the divers relock the hatch and transport the goods . . . somewhere.

Exploring the Junk

Guards

Each **X** on the map marks a guard's location. The fellow at the base of the foremast is usually sitting down, out of sight of the casual observer, and has a .45 Thompson submachine gun; the two fellows aft both have 9mm Uzis (see p. B278 for stats for these SMGs, and do not include the civilian modifications). All others have .44 Magnum revolvers (also found on p. B278). Assume that all guards have fully loaded weapons and a spare clip or revolver speedloader ready for quick access. The guard at the front of the aft deck is the Mate and is in charge of the ship; he has an Uzi and a wicked large knife (p. B272).

Guards

ST 10; **DX** 10; **IQ** 9; **HT** 11.
Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 9; Per 10; FP 11.
Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 9 (Brawling).
5'6"-6'; 150-170 lbs.

Advantages/Disadvantages: Cantonese (Native).
Skills: Brawling-13; Guns/TL8 (Pistol)-12; Guns/TL8 (SMG)-12; Knife-14.

The Mate

ST 11; **DX** 12; **IQ** 10; **HT** 11.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 12; FP 11.
Basic Speed 5.75; Basic Move 5; Dodge 9; Parry 10 (Knife).
5'8"; 155 lbs.

Advantages/Disadvantages: Acute Hearing 2; Cantonese (Native); Combat Reflexes.
Skills: Brawling-14; Guns/TL8 (Pistol)-14; Guns/TL8 (SMG)-14; Knife-15.

Stairs

The door leading down from the rear of the main deck is on the right side of the ship. Three steps lead down to the door of the cabin. The stairs then go across the width of the ship until they reach the bottom of the ship. A door to the left then leads to the diving lock; to the right is the hold.

Cabin

This is Black Charlie's living quarters. Unlike the rest of this ship, this cabin is clean and well-furnished. The deck is split-level to follow the curvature of the hull. Aft is office space with desk and shelves. There are potted plants along the inside of the aft picture window (which is generally closed, but can be opened). The forward portion of the cabin contains a single bed (not a cot), closets, and a card table with a game of chess in progress. The door is not locked. There are two sealed portholes on each side of the cabin; they are covered with embroidered curtains.

If Black Charlie is surprised, he is playing chess by himself at the card table. He wears a sleeping robe, black silk cap, and fur slippers, and is unarmed. If he is alerted, Black Charlie arms himself with the .44 Magnum revolver (p. B278) in his desk drawer and ambushes anyone entering his room.

On the desk is a panel in plain sight with two buttons. One button causes a wooden panel in the wall to rise, revealing a closed circuit monitor (which is not working). The second button apparently does nothing. Wires from it lead through the deck to the diving lock below, but inspection shows that the wires have been chewed apart or otherwise broken. Black Charlie believes the second button sounds an alarm to the Fat Man and activates the connection between the closed circuit monitor and one of the Fat Man's henchmen. He will be disappointed when this button doesn't seem to work.

Black Charlie's contact in the Fat Man's organization is Simba, the African Master Spy. He knows very little useful information about him, but can provide a reasonably detailed description if induced to do so.

Black Charlie

ST 11; **DX** 13; **IQ** 8; **HT** 12.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 9; FP 12.
Basic Speed 6.25; Basic Move 6; Dodge 10; Parry 11 (Brawling).
6'1"; 175 lbs.

Advantages/Disadvantages: Cantonese (Native); Combat Reflexes; English (Broken); Russian (Broken).
Skills: Brawling-15; Guns/TL8 (Pistol)-15; Guns/TL8 (SMG)-14; Knife-14.

Diving Lock

The door leading to this room is locked from the inside. Battering the door wears away its wooden covering, revealing a metal sliding door. The room itself is sheathed in metal walls. (Give any PCs with suitable skills a chance to notice that the room is airtight when the sliding door is closed.) Wires entering from the ceiling of this room lead to the edge of the square hatch, 4' × 4', in the center of the floor. The hatch is unlocked. Opening the hatch reveals lake water and an exit from the ship.

However, opening the hatch while the airtight door is open also causes the room to flood with water. This room is otherwise empty, except for two metal benches bolted to the floor. A steel-cored rope is bolted to the junk just outside the hatch; this rope leads down to the deeper parts of the lake.

Hold

This hold contains nothing but a few scattered cartons of food and 14 sleeping crew members in hammocks. These crewmen are heavily sedated; a PC with appropriate medical skills can roll at +1 to determine that they have been drugged. They do not awaken for any stimulus short of nearby gunfire, explosions, or *vigorous* shaking by a fellow crew member, and must succeed on a Will-3 roll to do anything other than turn over and go back to sleep. A sedated crewman who is awakened suffers the effects of the Slow Riser disadvantage (p. B155) for 20 minutes and must also make an IQ roll. If the roll is successful, he investigates what woke him; otherwise, he tries to jump overboard and swim for shore. At the head of each hammock is a cotton bag containing personal possessions, a large knife (p. B272), and a .44 Magnum revolver (p. B278). (Use the Guard stats from p. 8 for these crewmen.)

Foc'sle

The door leading into this part of the ship is locked. Inside, it is dark and smells like oil. It contains anchor chains, tools, oily rags, and frightened, non-attacking rats. If there are any captured agents in this adventure (event 8 on the *Information Table,* p. 6), they are here, gagged and bound and suffering from multiple rat bites.

Fleet Alert

If unsilenced gunfire breaks out, or if the junk moves, a small boat from the main fleet sails over to investigate from the main pirate fleet. There are three mildly curious sailors aboard (this is not the first time for either event). In the case of heavy, sustained gunfire, a fire or explosions, or if the junk starts to sink, two other junks with fully alerted crews come over to investigate (and remain in the area of the solitary junk). (Stats for the sailors are the same as the guards on p. 8, led by a senior crewman equivalent to the Mate.)

What They Know

Crew members know only that cargo is taken into the diving lock under the command of mysterious divers who appear from nowhere. They also know about the vasnacuri (see below). Only Black Charlie knows that everyone works for the Fat Man and can explain what they are doing. He has never met the Fat Man himself, as he deals only through Simba, the African master spy. Captured agents know nothing except that they were ambushed by the junk crew.

Willpower

Whenever any crewman other than Black Charlie or the Mate is wounded, make a Will roll for him. If the roll fails, the character attempts to jump overboard and swim for shore.

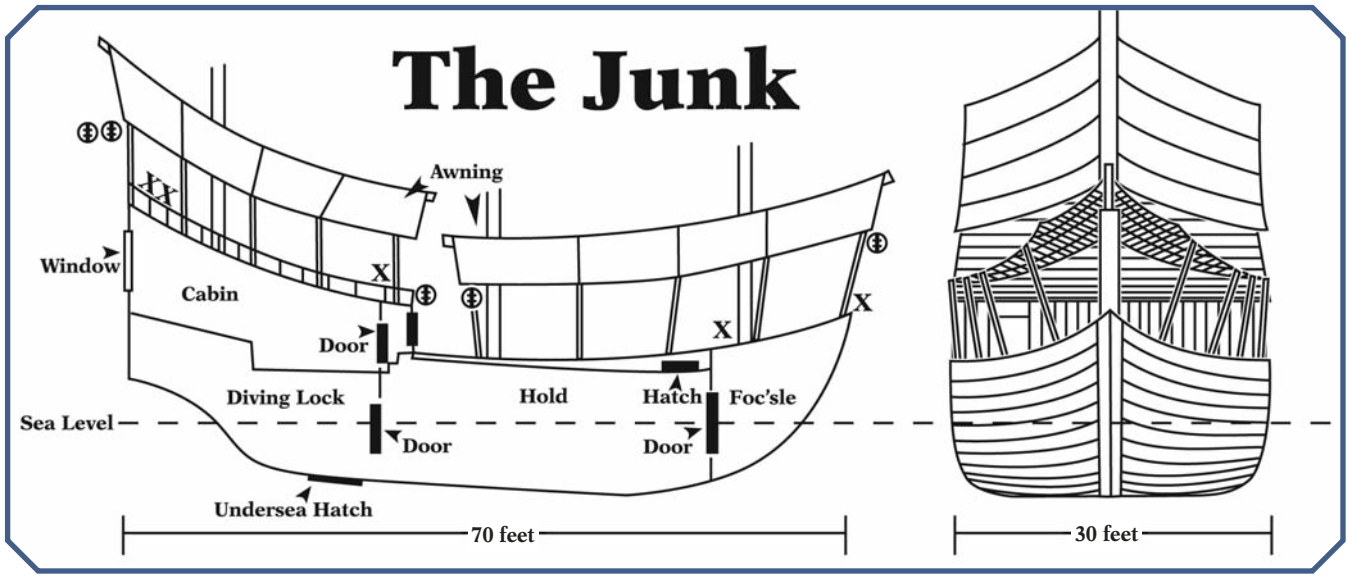
Vasnacuri

Vasnacuri are vicious, two-foot-long river fish, similar to a shorter barracuda. Whenever blood is released in the water, roll 1d; on a result of 1 or 2, 2d vasnacuri swim over to investigate within 1d minutes. Up to six vasnacuri can attack a submerged adult human simultaneously, and as more blood is released into the water, more fish swim over to investigate.

ST: 4	**HP:** 4	**Speed:** 5.25
DX: 11	**Will:** 10	**Move:** 5 (Water)
IQ: 2	**Per:** 10	**Weight:** 15 lbs.
HT: 10	**FP:** 10	**SM:** -2
Dodge: 9	**Parry:** N/A	**DR:** 0

Bite (11): 1 point cutting. Reach C.

Traits: Combat Reflexes; Discriminatory Smell; Doesn't Breathe (Gills); Ichthyoid; Wild Animal.
Skills: Tracking-17.



Part Two

Beneath Yellow Waters

The steel-cored rope outside the diving lock leads down through the murk for 20 yards before meeting a metal beam that holds the rope with articulated metal pincers/fingers. The rope is slack beyond this point; continuing to follow it down leads to a coil of rope on the bottom of the lake. (Recall that visibility is only 10' in the murky water, with lights visible for 20'.)

Following the beam takes the agents to a universal joint between the first beam and another. The new segment continues to slope downward, but very gently. If they follow the second beam, the agents are able to see some sort of metal plating (the hull) within 10 feet. This is the side of the submarine. The beam leads to a bulge on the bottom of the submarine. Other beams ("arms") lead away from this bulge.

The GM should not give the game away by referring to a "submarine," "vessel," or "ship"! Let the players discover this themselves, through exploration. For all they know, this object is some kind of underwater building or base. (The U.K. Senior Agent might be allowed an IQ roll to figure out that this is the *Sea Spectre,* but unless he has a nonverbal method of communication, he cannot pass this knowledge along to his Junior Agent, much less the rest of the team . . . assuming he would even want to.)

The Fat Man's Plan

The truth of this adventure is not that the players are stalking the Fat Man . . . instead, he has deliberately tipped off the spy agencies in order to toy with their UNISTOMP action team. His goal is to humiliate the agents and to impress the world governments with his capabilities.

The Fat Man is linked to hidden sensors all over the ship, and knows every action the PCs take. His governor in the Control Room controls everything on the ship, short of a power or air shut-down at the source.

The Fat Man and his lieutenants (Carter, Simba, and Sorra Lee) use alien travel discs to move about the ship. Each travel disc is three feet in diameter, one inch thick, and looks like a green rubber mat on the floor. There is one disc with each false Fat Man (usually hidden under a rug or mat), one in the stowage (1E), and one on the mini-sub, as well as a few others throughout the ship. They allow anyone implanted with a strange alien "chip" to move instantly from any portal to any other. Unless the agents manage to acquire these "chips" (an extremely unlikely occurrence – remember that this takes place decades before RFID is common technology, so the agents may not even know to *look* for them, and they don't resemble anything a human would consider a tracking device), they cannot use the discs. The discs can be picked up and moved easily, however; they weigh 25 lbs. apiece, and cannot be used as travel platforms unless they are flat against a floor.

In addition, the Fat Man has four-man teams of human "zombies" under his command. These Chinese soldiers have been brainwashed to obey every order from the Fat Man. They know no fear. Each carries a .44 Magnum revolver and three speedloaders. In addition, each has an implant which the Fat Man can trigger to cause instant death, with blood flowing out the mouth, nose, eyes, and ears (making prisoners useless). Zombie teams begin at the locations marked on the map, but may then be moved freely by the GM (Fat Man) via the intercoms.

The purpose of the zombies is to herd the characters into the traps of the ship, wound all of them (but not to kill them!), and to direct the characters to the five false Fat Men. The Fat Man considers the teams totally expendable.

"Zombies"

ST 11; **DX** 11; **IQ** 8; **HT** 10.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 8; Per 8; FP 10.
Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 9 (Brawling).
5'4"-5'10"; 150-180 lbs.

Advantages/Disadvantages: Cantonese (Native); Fearlessness; Fit; Sense of Duty (The Fat Man); Slave Mentality.
Skills: Brawling-13; Guns/TL8 (Pistol)-14; Knife-14; Soldier/TL8-11; Stealth-10.

The Fat Man's goal is to impress the world governments and humiliate the action team.

Exploring the *Sea Spectre*

Eventually, the agents must reconnoiter the submarine. There are only a few potential entrances:

Conning Tower: There is a hatch in the deck on top of the conning tower. It is locked and does not open from the outside.

Top Forward: There is an unlocked hatch on the top forward hull. It leads to a water-filled airlock which cycles to allow the agents access to the ship. The airlock holds six people at one time (the torpedoes will not fit).

Docking Lock: On the right top of the hull is a set of huge double doors leading to the docking lock. These doors are locked from the inside, and can be detected only as seams in the hull of the ship. There is a hatch in one of these doors, but it has been welded shut.

Missile and Torpedo Hatches: Locked.

Pressure Lock: Double doors on the forward bottom of the ship, locked.

Forward Diving Lock: 20' square hatch. Next to it is a control panel with one button and two lights (one red, lit; one green, unlit). Five minutes after the button is pressed the red light will go out and the green light come on (pressurizing the diving lock). When the green light is on, the hatch can be opened; otherwise, it is locked. (Pressing the button again will depressurize the lock.)

Aft Diving Lock: 10' square open hatch. Five divers with spearguns are patrolling within 20' of this hatch. A bright light from just inside the hatch comes on when it opens, revealing the divers as silhouettes to anyone approaching.

It is also possible to create a new entrance with a shaped charge of plastic explosive. Other methods may be considered, and the GM is encouraged to allow creative solutions to succeed. (Details on all kinds of explosives, including some that are useful underwater, can be found in ***GURPS High-Tech.*** Rules for underwater explosions are on p. B415.) Blowing a hole in the sub *will* cause flooding, causing the nearest watertight doors to close. As would be expected, this also alerts the crew.

The interior of the submarine – five decks, the conning tower, and a minisub on board – is detailed in the sections that follow; small maps are on pp. 17-18; larger maps are on pp. 23-27. Important rooms are described below, after their key number. Locations of NPCs are given in this section. Rooms without a code number are left to the GM to furnish on the spur of the moment as the adventure unfolds.

Deck One (Bottom)

(1A) Pressure Tank

Locked double doors at the bottom of the tank are an exit from the ship. Locked double doors in the ceiling lead to the Pressure Workroom on Deck Two (room 2B). This lighted tank contains four vasnacuri (p. 9) and seawater. The inspection hatch leading to the hallway does not open while the tank is full.

(1B) Arms

The *Sea Spectre* has a number of arms that extend into the water for remote manipulation. Nine waldo-like arms extend from the forward compartment – one of these, the fourth, has the Soviet mini-nuke in a watertight casing at its end. (The Micro-Bomb is an enigmatic device with the Cyrillic notation, "Patushkin Military Reservation." It has been tampered with and cannot be detonated.) Seven arms extend from the aft compartment – one of these holds the rope from the junk. Both compartments are sealed from the rest of the ship and contain only the arm machinery. The arms are 150' long, with joints every 30' for lateral fit into the compartment. The first, second, and fourth joints lock upon extension; the third joint, counted from the ship, is the main use-joint (the "elbow"). Arms 1-3 forward and 1-4 aft currently hold the sub in place on the lake bottom. The arms not in use are retracted.

(1C) Research Control

Research Control is a saucer-like projection on the bottom of the hull. It is divided into six sections – each has wide windows covered with crash-protective metal plates (which can be slid back for an outward view; each section has its own controls) and a series of instrument consoles.

Special Rules

Hatches: All hatches are shown on the map, marked opened or closed. Ceiling hatches are *always* closed when found, and have a permanent ladder beneath them. Hatches may be remotely locked or opened by the Control Room or the Fat Man.

Leaks: The walls of the sub are 1/2" steel, so it is very unlikely that the action team will be able to breach them accidentally. However, they can certainly attempt a concentrated assault to overcome the steel's DR 30 in a specific spot. Acetylene torches or certain acids will ignore the DR and cause immediate damage. It is up to the GM's discretion how fast a leak will flood an area. If the sub's interior pressure monitors detect a leak, an automatic security system closes and locks the hatches leading to the afflicted area. The hatches will take one minute to close and lock.

Intercoms: Each room, each major instrument console, and each section of hallway contains an intercom station (speaker on wall, controls, microphone).

British Advantage: Once the agents have boarded the submarine, the GM should take the British Senior Agent out of the room and brief him on the layout of the submarine. The agent is assumed to know the entire layout of the sub, but not locations of NPCs, hidden secrets, or whether hatches are locked or unlocked. The GM may require an IQ roll to recall specific details ("Where does this ladder go?"), unless the British agent has Eidetic Memory.

Moving the Sub: It should become evident to the agents that the submarine was brought into the lake via the western river opening, back along the western river where it intersects another major river leading to the sea.

Moving clockwise around the saucer, the sections and their functions are Drill Control, which supervises drilling experiments; Cartography Control makes computer-drawn maps of the ocean bottom (not currently functioning, due to the bad water); Biology Control directs sea-life research; Geology Control records sea-bottom samples; and Arm Control is the control center for the arms (including TV monitors connected to cameras on each arm . . . but the camera on forward arm 4, the one with the Micro-Bomb, is out of order). In the center of the saucer is a spiral staircase leading up (sealable by a hatch in case of flooding).

(1D) Dive Control

This section supervises human diving parties. Seated at a table examining charts of sea bottoms off mainland China is an immensely fat Japanese lady in traditional costume, wearing an unplugged headset. This is a false Fat Man, the "Japanese Queen."

The "Japanese Queen" is a flamboyant transvestite. The GM should allow all agents a Per+3 roll to detect this fact; the Queen is not doing a lot to hide it. Unknown to the Japanese Queen, the Fat Man controls a small flamethrower in each cup of the false brassiere, surrounded by a foam that the weapons use as fuel. Although there are two flamethrowers, they are not independently targetable, so treat them as one weapon: Damage 2d burn, Range 5/10, RoF Jet, Shots 3, Bulk 0. The real Fat Man will attempt to injure any hitherto-undamaged agent (because the weapons are nonstandard and are being operated remotely, the skill level for the attack is only 8), or turn them on just to be showy.

Japanese Queen

ST 10; **DX** 10; **IQ** 12; **HT** 10.
Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 12; FP 10.
Basic Speed 5.00; Basic Move 5; Dodge 8; Parry 10 (Karate).
5'11"; 125 lbs.

Advantages/Disadvantages: Appearance (Handsome); Delusion ("I am the Fat Man"); English (Broken); Fashion Sense; Japanese (Native); Mandarin (Accented); Skinny.
Skills: Disguise-15; Karate-15; Knife-13.

(1E) Stowage

This cargo area contains heavy engineering supplies: steel plate, valves, cartons of equipment, and pipe. The only entrance is a 10' square hatch (closed but not locked) in the ceiling that goes to Engineering (room 2E); a ladder descends from the hatch. An electric crane (currently powered down) is used to hoist supplies. In the aft portion of the room, hidden behind several feet of cartons, is a clearing containing the (real) Fat Man, Carter, four plastic chairs, and a travel disc. If the agents should discover them there, the Fat Man and Carter use the disc to teleport themselves away.

Carter is a Pentagon traitor who believes he has a massive grudge to settle with Americans. After each false Fat Man is encountered, the GM should roll 1d: on a 1 or 2, Carter deserts the Fat Man and goes after the American agents. He is not armed – yet – but has no compunction about looting bodies or breaking into the strong room (3E). Once he has left the Fat Man, Carter has no special information about the team's locations or abilities. If captured, he knows everything about the sub and the Fat Man's trap, but does not talk unless forced or coerced.

Carter

ST 10; **DX** 10; **IQ** 11; **HT** 10.
Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 9; Per 11; FP 10.
Basic Speed 5.00; Basic Move 5; Dodge 8; Parry 8 (Brawling).
5'9"; 145 lbs.

Advantages/Disadvantages: Bad Temper; English (Native); Intolerance (Americans); Russian (Native).
Skills: Brawling-11; Intelligence Analysis-16.

Deck Two

(2A) Pressure Lab

This is a normal laboratory for high-pressure undersea research except that seated at a desk near the hatch is an immense (almost 7' tall) black man wearing a leopard cape and gold lamé shorts. This is a false Fat Man, the "African Giant."

The African Giant appears to be a shaman. Hanging around his neck is a chain with a huge glassy gem in a thick setting. On a signal from the real Fat Man, a light inside this gem begins to blink (regardless of the condition of its wearer), possibly affecting all within three yards who look in its direction. An agent within this distance must *fail* a Perception roll each minute he spends facing the gem or catch the flashing in the corner of his eye and become paralyzed. (Anyone attempting to avert his gaze gets a penalty to the roll, but still runs the risk of glimpsing the gem. Anyone who completely covers his eyes – not just closes them – is exempt from this roll. He is also effectively blind.) Once out of range of the gem, an agent may make one HT roll every five minutes to come out of paralysis. Anyone left in the presence of the flashing gem for 10 minutes must make a Will-2 roll or become a "zombie" servant of the Fat Man. The African Giant is immune to this effect.

African Giant

ST 14; **DX** 9; **IQ** 10; **HT** 12.
Damage 1d/2d; BL 39 lbs.; HP 14; Will 10; Per 10; FP 12.
Basic Speed 5.25; Basic Move 5; Dodge 9; Parry 11 (Spear).
6'8"; 245 lbs.

Advantages/Disadvantages: Arabic (Broken); Combat Reflexes; Delusion ("I am the Fat Man"); Swahili (Native); Xhosa (Accented).
Skills: Brawling-15; Knife-13; Spear-14.

(2B) Pressure Workroom

Rooms 2A and 2B can be pressurized so that the top and bottom doors of the pressure tank can be opened without flooding the ship (so long as the airlock to the forward diving lock is closed). This room is set as a trap. The sliding double doors on top of the tank are covered with a red carpet. On this carpet, at the juncture of the doors, is a desk. The top of the desk is bare except for a one-yard-square sheet of plastic film (the American secret). When any agent is at the desk, the sliding doors open. Anyone standing within three feet of the seam must make a DX roll or fall in the tank with the vasnacuri (stats are on p. 9). Leaving the tank before the trap is triggered also requires a DX roll. If anyone falls into the trap, the other agents must help the victim escape before he passes out from blood loss and drowns. The vasnacuri are not especially interested in any victims who are not bleeding, but there is a 1-in-6 chance per turn that 1-3 fish will attack each agent in the water. If an attack is successful, the vasnacuri swarm the victim, as described earlier.

(2C) Forward Diving Lock

Like rooms 2A and 2B, this room can be pressurized so that its hatch can be opened without flooding the ship. The room has airlocks to connect the diving lock to the rest of the ship when it is pressurized. This room contains drilling equipment, a crane, and a bathysphere.

(2D) Aft Diving Lock

There are three rooms here: the airlock, the diving lock (where the open hatchway is), and the divers' ready room. There is one diver sitting on a bench in the ready room, armed with a speargun (see p. 4 for stats). These rooms are pressurized; therefore, the team must cycle through the airlock before entering the unpressurized part of the ship.

(2E) Engineering

This mammoth room contains the engines that propel the ship. Power comes from the reactor, which is in this room but is controlled from the control room (4D). A 10' hatch in the floor, closed but not locked, leads to the stowage on Deck One (1E). Agents who have appropriate skills (GM's option) can try to operate the engines, which run only briefly before a "low power" shutdown occurs. The reactor is not running; an agent with Mechanic/TL8 (Fission Reactor) can attempt a roll at -4 to "hotwire" the reactor and commence its two-hour automated cold-start procedure. This room is three stories tall; from here, the team can look up at the Deck Three overhead engineering section (3G).

The False Fat Men

The false Fat Men are bizarre decoys placed by the real Fat Man. Each has been brainwashed to believe that he is the *real* Fat Man, and pridefully surrenders to the action team while continuing to assert his complete superiority over the agents. However, each is also equipped with a special device (of which they are unaware) and a lethal implant, controlled by the real Fat Man.

The GM, acting for the Fat Man, should allow the false Fat Men to converse with the characters as long as it is "amusing" or until he has worked the characters into a good "shot" – and then trigger the surprise.

The first fake Fat Man contacted by the action team surrenders, confesses that he is the Fat Man, allows the characters to chain him, tie him, etc . . . . and then detonates in a shower of blood (harmless to everyone else, but very icky). The real Fat Man then chuckles over the intercom, "Fools . . . fools . . . fools . . ."

Once the first false Fat Man has detonated, the real Fat Man will continue to make snide remarks on the intercom system (see *Sample Remarks*, below). The GM must be careful to maintain distance between himself and his Fat Man remarks.

The other false Fat Men, once the first has detonated, act according to their personalities. Each continues to believe that he is the real Fat Man and the loudmouth on the intercom is a posturing imposter. GMs are encouraged to roleplay to the hilt. No more of them detonate after the first, however.

Sample Remarks

Following are examples of the types of remarks the Fat Man will be making across the intercom system. The GM is by no means limited to these; the more, the better.

(To the American, if the American secret hasn't yet been discovered): "Looking at what's before me, I have to admire your attempts at *stealth*."

(In Russian): "Comrade, I consider your little toy quite a marvel. Which reminds me – please don't press too many buttons while you are aboard."

(When anyone is in the vicinity of 3C): "Look about carefully, gentlemen, and you'll find adversaries of your own kind. Do be careful."

(When the British agent is in 4B): "My British ally, I hope you can appreciate my humble modifications to your vessel."

(After the Japanese Queen trap in 1D is sprung): "Not exactly a case of 'burning desire,' eh, my friends?"

There are a number of other audio nuisances the Fat Man can play over the intercom – the sillier or more bizarre, the better. Musical cues are an obvious example: attempts to rescue agents falling into the vasnacuri tank can be greeted with a chorus of "Octopus' Garden" or "Love Bites," or the first encounter with the faux zombies could be fought to the strains of "Monster Mash." Anything to lend a sense of unreality to a normally straightforward moment is appropriate.

Deck Three

(3A) Stores

All "stores" are immense storage areas, mostly empty, containing conventional naval supplies – food, paint, spare parts, etc. – but no weapons or ammunition.

(3B) Missile Room

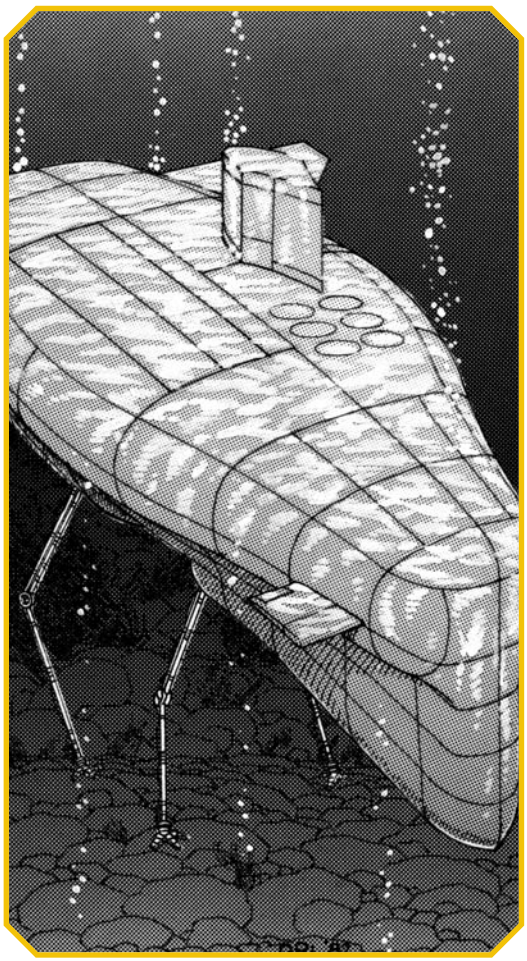
This room, three stories tall (and also accessible from Deck Five), is dominated by six missile silos containing conventional vertical-launch missiles. Missiles cannot be launched without codes from the launch center (CA) *and* the controls in this room. Agents with Computer Hacking skill can attempt to break through the security firewalls and operate the launch controls from here; the roll is at -6. (Neither of the British agents has been given the passwords for the system.) The hatch leading to 3A is locked from the inside of this room.

(3C) Lab Stores

This is an ordinary laboratory stores room, containing counters with cupboard space where lab samples are catalogued and stored . . . except that nine chimpanzees are caged in the center of the room. A moaning sound also emanates from this room – Wing Pau, the Chinese acupuncturist, is tied up in one corner. When characters enter the room, the hatches close and all the lights go out . . . and the chimps are released, each armed with a fully loaded .44 Magnum revolver and a bad attitude from mistreatment by the Fat Man's zombies. Chimpanzee stats can be found on p. B456. They have a Guns (Pistol) skill of only 4, because of lack of training and Bad Grip. However, in such a confined space, if they fire, they are very likely to hit *something* . . . or someone. They may choose to forgo gun attacks and use their natural weaponry instead (especially if the action team is running low on weapons or ammo and could resupply from those in this room).

The lights come on and the hatches open when the fight is over.

Wing Pau is very confused. He has never seen the Fat Man and does not know his way around the *Sea Spectre*, having been brought in while unconscious. However, he tells his rescuers that he was kidnapped to provide treatment for a beautiful young Caucasian girl, who has black, shoulder-length hair, a mental problem, and a bizarre biology; and he can identify Simba, the African Master Spy.



Wing Pau
ST 7; **DX** 11; **IQ** 13; **HT** 8.
Damage 1d-3/1d-2; BL 9.8 lbs.; HP 7 (4, currently); Will 13; Per 13; FP 8.
Basic Speed 4.75; Basic Move 4; Dodge 7.
SM 0; 5'3"; 115 lbs.

Advantages/Disadvantages: Cantonese (Native); Japanese (Accented); Mandarin (Native).
Skills: Esoteric Medicine-18.

(3D) Life Support Room

From this room, any character with Mechanic/TL8 (Life Support) can attempt a skill roll at -3 to turn off fresh air for any (or all) ship decks. This cannot be stopped by the Fat Man. GMs may allow rolls on other skills, if the player makes a convincing argument.

(3E) Strong Room

This room has a distinctive black hatch. It is locked. If the agents force open the hatch, or enter this room from the ceiling hatch, they find two dozen unloaded .44 Magnum revolvers and 20 boxes of ammunition (48 rounds per box).

(3F) Battery Room

Any character with Electrician/TL8 or Engineer/TL8 (Electrical) skill may attempt to shut off power to the entire ship (except the engines, which run off the reactor) from here. The Fat Man cannot override this. GMs may allow rolls on other skills, if the player makes a convincing argument.

(3G) Engineering

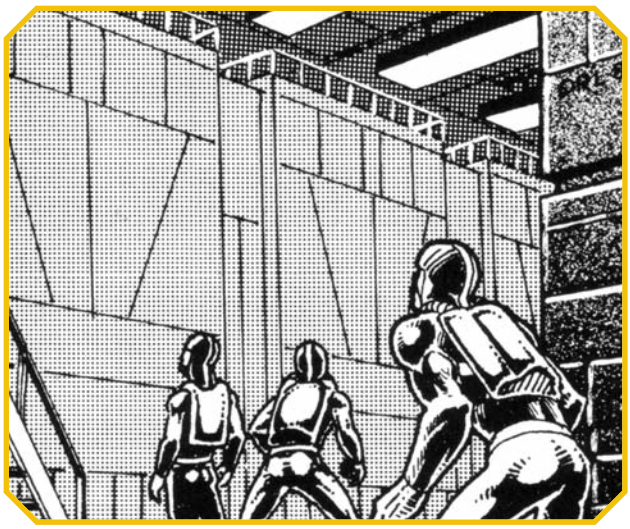
See 2F. On this deck there are railed walkways which look down on the first level of the room (from Deck Two). Stairs by the turbines lead up to catwalks around the turbines shown on Deck Four; a ladder leads to a ceiling hatch.

Deck Four

(4A) Torpedo Room

The *Sea Spectre* fires conventional torpedoes from two firing tubes. Arming and firing the torpedoes requires cooperation between an operator here and one in the launch center (CA). Agents with Computer Hacking skill can attempt to break through the security firewalls and operate the launch controls from here; the roll is at -2. (Neither of the British agents has been given the passwords for this system.) A large floor hatch leads to torpedo storage on Deck Three.

(4B) Hallway



The "*" marks a four-foot-tall silvery box at one end of the hallway. The walls, ceiling, and floor of this hallway are made of an extremely reflective metal. Five seconds after two or more people have entered the hallway, a laser rises from the top of the silver box and starts firing (one shot per turn, always first in the combat sequence), targeting the person closest to the laser with an effective skill of 10. Resolve attacks as follows:

- Any hit does 2d-2 tight-beam burning damage to the targeted agent.
- A regular miss means the beam reflects off a surface and has a 9 or less chance of hitting the closest person to the current target. If there are no other people in the room, the beam dissipates.
- On a roll of 17, the beam hits a nonreflective surface and dissipates.
- On a roll of 18, the beam bounces back to the laser, destroying it.

The laser housing has DR 5; the laser itself has 10 HP.

(4C) Mini Dock Lock

The mini dock lock is accessed by the giant double doors on the top of the sub. The lock is currently flooded with lake water and contains one mini-sub, currently powered down. The lock is two decks tall. The hatches leading to dock control (4F) and the double hatch leading to stores may only be opened when the lock is drained and pressurized.

If the action team finds a way to reach the mini-sub, they notice that all its hatches have been welded shut. The only way to get inside the mini-sub is to use a travel disc . . . or try to cut or blast the sub open, which attracts the attention of the Fat Man, who dispatches Simba (p. 22) to prevent them. Simba arrives via a secret travel disc. He tries to attack the agents from behind while they are focused on getting the mini-sub open, and does not hesitate to use deadly force. Sorra Lee (p. 22) also teleports into the fray, one minute later, and may draw the real Fat Man out of hiding if she is threatened.

(4D) Control Room

This is the command center of the ship – all equipment (arms, hatches, flood control, power, air) can be controlled from here. Control room permission is required before missiles and torpedoes may be launched. However, all controls can be overridden by a governor installed by the Fat Man, remote-controlled from his position in the stowage area (1E). Any character with Engineer/TL8 (Electrical) skill can locate this governor and trace its wiring to the stowage room, but he will be unable to remove it.

(4E) Scientists' Quarters

These rooms are identical two-bunk cabins for the scientific staff. All are empty.

(4F) Dock Control

This room contains the controls to the main double doors and other dock lock doors.

Deck Five (Top)

(5A) Chapel

Unlike all other rooms, this room has a heavy black curtain hanging in its doorway. Inside this chapel, seated in a folding director's chair beneath a golden Buddha, is a suave elderly Englishman with a false handlebar mustache and the clothing of an Anglican priest. He is a false Fat Man, the "Cleric."

The "Cleric" is a slightly well-known English churchman (either U.K. agent recognizes him on a successful IQ-6 roll; other skills might also apply, if the GM approves). He wears nose plugs and holds a hand to his mouth (concealing a thin plastic tube connected to an air supply). His room is flooded with convulsion-inducing gas; the heavy curtain keeps it within the room. Each agent who enters the room notices a slight citrus smell on a successful Per-4 roll (modified for appropriate advantages or disadvantages, of course). An agent who spends more than two minutes in the room must succeed at a HT-2 roll or suffer the seizure incapacitating condition (p. B429); this condition persists as long as the agent stays in the room, and afterward until the agent succeeds at another HT-2 roll (roll once per minute).

Part of the Cleric's Delusion is that modern society is corrupt, and the PCs – as agents of the governments who have done the most to create and support that society – cannot be truly innocent. As a result, the Cleric's Pacifism does not come into play, except for roleplaying purposes ("My son, I truly regret my actions, but your kind have debased the pure innocence God demands of us for too long."). The Cleric is unarmed, but does his best to entice as much of the action team as he can to stay in the chapel to discuss the issues, hoping that they will fall victim to the gas. The real Fat Man watches all of this with considerable amusement.

Look about carefully, and you'll find adversaries of your own kind.

The Cleric

ST 11; **DX** 9; **IQ** 13; **HT** 10.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 13; Per 13; FP 10.
Basic Speed 4.75; Basic Move 4; Dodge 7.
5'6"; 165 lbs.

Advantages/Disadvantages: Delusion ("I am the Fat Man"); English (Native); Latin (Accented); Pacifism (Cannot Kill Innocents).
Skills: Fast-Talk-16; Lip Reading-14; Public Speaking-14; Theology (Church of England)-18.

(5B) Crew Quarters

This space contains 25 double-decker bunks. Each bunk contains an apparently slumbering English female sailor. Unfortunately, two of these (identical twins) are only playing 'possum – they are Fat Man agents armed with blowpipes (p. B275) loaded with sleeping darts, and do their best to drug the agents while no one is watching. On a successful hit, even one that does exactly 0 damage, the victim must succeed on a HT-1 roll or fall immediately unconscious.

The other sailors are under the effect of a sleeping drug and cannot be awakened for at least eight hours.

The Fat Man's English Sailors

ST 9; **DX** 12; **IQ** 10; **HT** 10.
Damage 1d-2/1d-1; BL 16 lbs.; HP 9; Will 10; Per 10; FP 10.
Basic Speed 5.50; Basic Move 5; Dodge 9.
5'7"; 140 lbs.

Advantages/Disadvantages: Combat Reflexes; English (Native).
Skills: Acting-13; Blowpipe-17; Hold-out-15; Sleight of Hand-15.

(5C) Navigation

All sailing orders come from this room. A hatch leads upward to the conning tower.

(5D) Officers' Quarters

These are officers' quarters, identical to 4E.

(5E) Captain's Cabin

This is the captain's cabin, comfortably furnished with a coffee table, easy chair, aquarium, single bed . . . and a grossly fat man in white tropical clothes, with a Russian accent, sitting in the chair sipping from a cocktail. He is a false Fat Man, the "Cocktail Soviet."

The "Cocktail Soviet" is a renegade KGB officer (the Soviet Senior Agent recognizes him on a successful IQ+2 roll, the Soviet Junior Agent on a straight IQ roll, and other agents on an IQ-4 roll). He has a wire running up his pants leg, and his clothes have been sprayed with a conductive chemical. Any agent who touches his body, alive or dead, receives 1d burning damage from electrical shock. (The Cocktail Soviet is insulated from this shock.) However, the conductive coating is fragile. Roll 2d after each shock; on a roll of 2-4, it neutralizes and becomes harmless.

Cocktail Soviet

ST 11; **DX** 8; **IQ** 11; **HT** 7.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 11; Per 11; FP 7.
Basic Speed 3.75; Basic Move 3; Dodge 6.
SM 0; 5'8"; 230 lbs.

Advantages/Disadvantages: Delusion ("I am the Fat Man"); Russian (Native); Unfit; Very Fat.
Skills: Fast-Talk-13; Guns/TL8 (Pistol)-10; Knife-10.

Conning Tower

(CA) Launch Center

Any agent with Artillery/TL8 (Guided Missile) *and* Navigation/TL (Land *or* Sea) skills may program a missile target from here. In addition, firing any missile or torpedo requires a confirmation from these controls (which anyone can do).

(CB) Sonar and Radar

Due to the murky, debris-filled water, these controls are useless until the submarine surfaces or breaks into the open sea.

(CC) Bridge

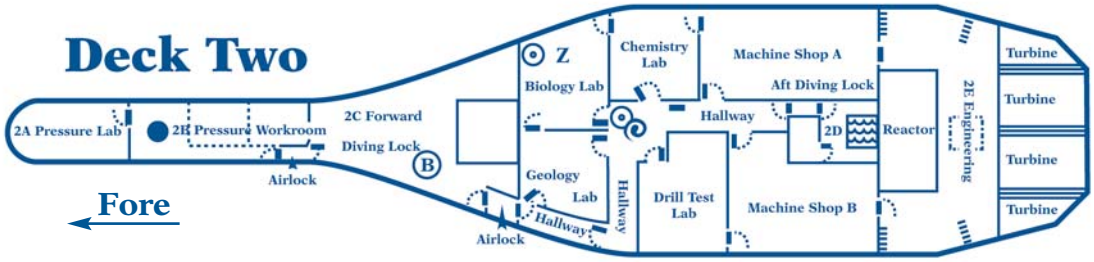
This room, an auxiliary control room, contains a repeat of the important controls and instruments from 4D and 5C . . . and a dead man, holding a .44 Magnum revolver with which he has shot himself. He is (er, was) a false Fat Man, known as the "Suicide Stiff." This room has windows, currently shuttered, that look out on the ocean, and a hatch to the conning tower deck, which can be opened only when the sub is on the surface.

The "Suicide Stiff" left a note: "You were too much for me, so I've ended it all. Ignatius Flatt, The Fat Man." As soon as an agent reads this note, the body bursts into flames (agents can easily dodge the conflagration without taking damage). A voice on the intercom will cackle, "Wrong, wrong again." (If encountered as the first Fat Man, the Stiff is obviously unable to surrender since he is already – though recently – dead.)

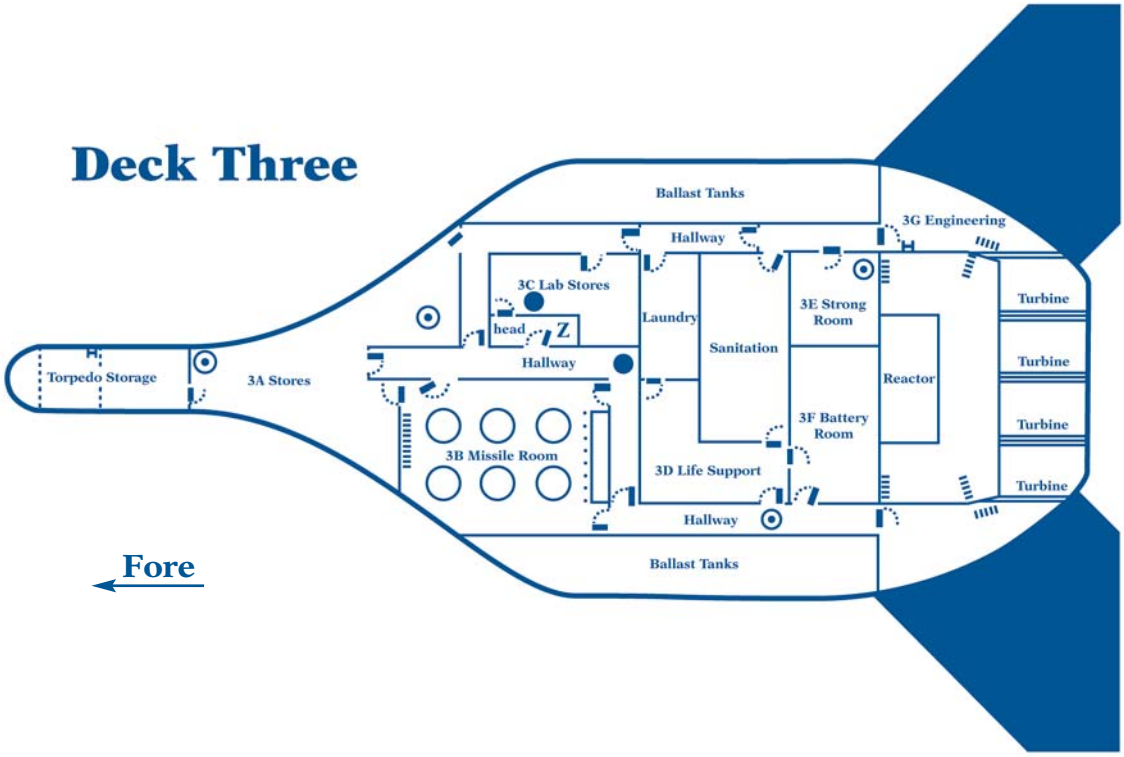
The *Sea Spectre* – Lower Decks

Deck One

Deck Two

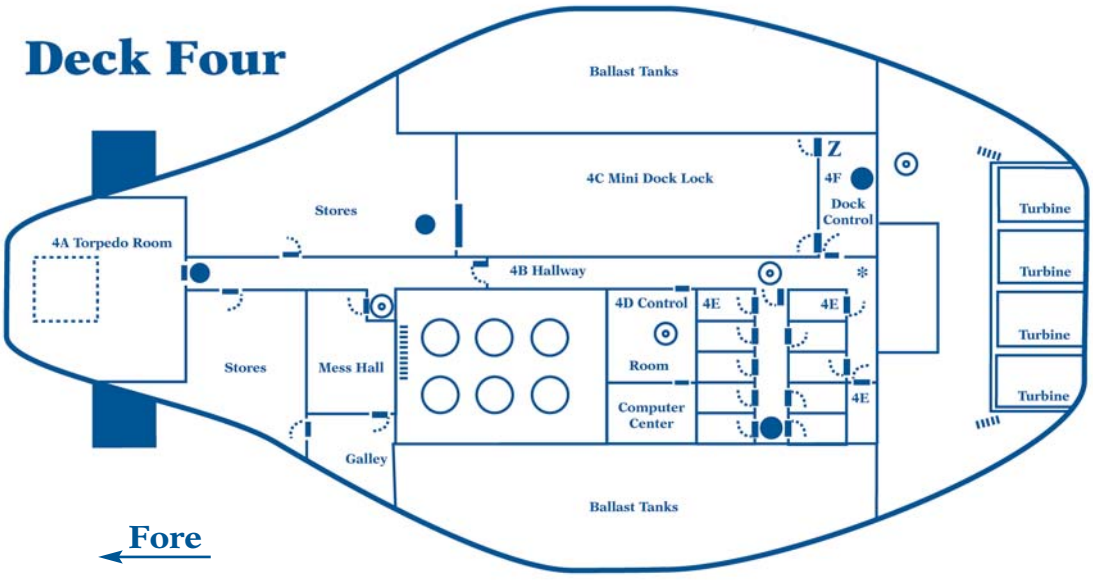


Deck Three

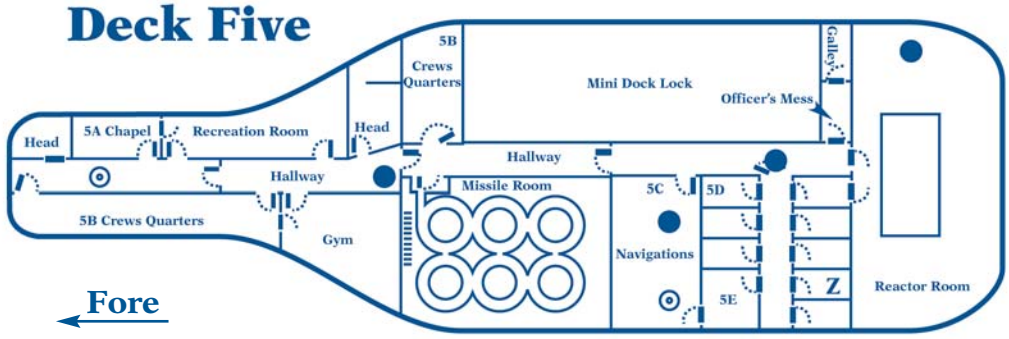


The *Sea Spectre* – Upper Decks

Deck Four



Deck Five



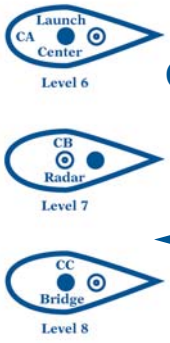
Map Key

- Outer Hull
- Interior Walls
- Details Within Rooms
- Closed Hatch*
- Open Hatch
- Ladder Leading to Hatch in Ceiling
- Hatch on Floor
- Stairs
- Vertical Ladder
- Zombie Starting Location (four man team) Z

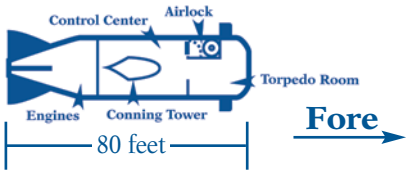
* "....." indicates direction and distance hatch swings

For larger maps, see pp. 23-27.

Conning Tower



Mini-Sub (in 4C)



Part Three

The Fat Man, At Last

On board the mini-sub are two more vital characters: Simba, the Fat Man's right-hand man, whose loss or capture will be horrendous for the Fat Man; and Sorra Lee, the Fat Man's beautiful 26-year-old daughter. Sorra Lee is apparently brain-damaged, and does not answer questions coherently or understand threats . . . but she will use her 9mm automatic pistol (see p. B278, and use the TL7 version) if attacked. Simba also carries a 9mm automatic pistol (TL7), as well as a 7.62mmS assault rifle (p. B279), but he will not use the rifle inside the sub except to cover Sorra Lee and the Fat Man's retreat. Simba wears a khaki combat uniform, without identifying insignia, while Sorra Lee is in a sky-blue jumpsuit and boots.

Eventually, the action team will neutralize all the fake Fat Men, or will pose a serious threat to the safety of Simba or Sorra Lee after trying to break into the mini-sub. At that point, the Fat Man joins the group and sets the endgame in motion. The Fat Man prefers not to sacrifice Simba, but is willing to do so to ensure his own safety. However, the Fat Man will do *anything* for Sorra Lee, if she is captured or threatened, even if it means giving up his "game."

If things go according to plan, the Fat Man intends to materialize on the disc in the room with the last dying false Fat Man (he tries to do it when no one can see him materialize, but this may not be possible). He launches into a speech (see below). If he is attacked or otherwise interfered with, he teleports out to one of the other travel discs (probably the one in 1E, if it is still there) and continues the speech via the intercom.

The duration of the speech is the action team's only real opportunity to stop the Fat Man if they have not lured Simba and Sorra Lee out of hiding or collected all the travel discs so the Fat Man cannot use them. When the speech is done, the Fat Man transports to the mini-sub, starts all systems, and uses his governor to open the lock doors and seal all other exterior exits. It takes him 10 minutes to bring the mini-sub up to full power and escape the *Sea Spectre;* if he is not stopped in that time, he escapes into the lake and cannot be tracked.

"Gentlemen, you haven't won.

"I have seen the cold fires of a thousand worlds, danced among the stars, glimpsed the mysteries of a universe you can only guess at. I am millions of your years old, and my intellect is ten times greater than yours.

"Puny humans, I bid you farewell. But I shall return."

If the agents attack him, the Fat Man is defended by a DR 10 force screen. Excess damage points will wound the alien, causing him to seep brown liquid on the floor . . . at which point he transports out, followed by Sorra Lee and probably Simba, if they came out of the mini-sub. The Fat Man will probably not be killed or captured in this adventure, but UNISTOMP and the national governments will be satisfied, if not elated, with the return of their stolen items basically intact. If the action team can bring back the travel discs for analysis, so much the better. Of course, there was one on the mini-sub . . . the Fat Man may be looking forward to his newfound access to the greatest intelligence agencies on the planet!

Final Thoughts

Good luck running this adventure! It is designed to be easy at first (luring players to lower their guard) and then exasperating (but not super-lethal!). The object is to wound, injure, and frustrate the PCs, not necessarily to kill them. However, use your discretion to increase or decrease the danger as your players require – either in your capacity as GM (by altering the adventure) or as the Fat Man (by beefing up or pulling your punches). The zombie squads are best used as blocking forces, in good cover, preventing the players from traveling in the direction they choose. On the other hand, don't cry when the players shoot them away – that's what they are there for. (In fact, if the players are having a tough time, you might have the zombies stage a "charge" to allow characters to kill them more easily.)

Secret of the Fat Man

The Fat Man's secret is that he is not human. Carter and Simba are aware that he is an alien. If Carter was forced to surrender, he probably gave up this bit of information, although there's a good chance he was not believed. Simba does not reveal it under any circumstances. Sorra Lee doesn't even understand what an alien *is,* much less that it describes her and her father.

The Fat Man does not casually reveal his alien nature but does not go to huge lengths to hide it, either. The agents have a decent chance to figure out the truth, especially if they are able to breach his defenses and wound him (or wound Sorra Lee, which is certainly much easier). If the GM has access to ***GURPS Ultra-Tech,*** he should feel free to use any TL9 technology, as well as any TL9 or lower superscience that relies on matter transmission. Moving the Fat Man up to TL10 or higher puts him too far above the action team (to say nothing of Cold War Earth).

Alternate Secrets

If having the Fat Man be an alien does not fit your conception of the adventure, or does not fit within your game, the scenario does not suffer much from making him an Earth-born criminal genius. The "alien" transport discs could simply be a TL8^ invention that he has just put into use, or they could be genuine alien technology that the Fat Man somehow lucked into. The chips that allow passage via the discs could easily be RFID or something equivalent. The final encounter may have to be changed slightly to account for the lack of a force screen. (Or, for that matter, to account for the *presence* of a force screen!)

Conversely, perhaps having the Fat Man be an alien isn't weird enough. Perhaps you want to stir a little ***In Nomine*** weirdness into your game. The Fat Man could well be an Impudite of the Game, stirring up trouble just because he was bored. A bolder choice is to make him an angel rather than a demon, carrying out this twisted plan because he truly wants to save people, and this is the first step.

Infinite Worlds games could easily have the Fat Man be a world-jumper (in which case the travel discs might be superscience devices from another timeline). There are plausible reasons for him to work for Infinity Unlimited, for Centrum, or even to be a free agent. In this case, he may have fitted the mini-sub to be a conveyor, and when he's gone, he's *really* gone.

Finally, the Fat Man might be a mage, tapping into Gate magic in a world that's completely unaware magic exists. Cold War Earth is very likely to be a low-mana zone in this scenario, so the Fat Man may have some Powerstones or other items stashed away. The biggest challenge for the action team in this version could well be writing their reports for UNISTOMP . . .

Victory is somewhat loosely defined in this scenario, especially as it is designed to allow the Fat Man to escape. This may frustrate some players. You should reward success in preserving a secret, penalize exposure of a double agent, and amply reward those who are smart enough to bring back samples of the travel discs or the "blood" of the Fat Man. Prisoners are also valuable, particularly Simba (to all agents) and Carter (to the Americans).

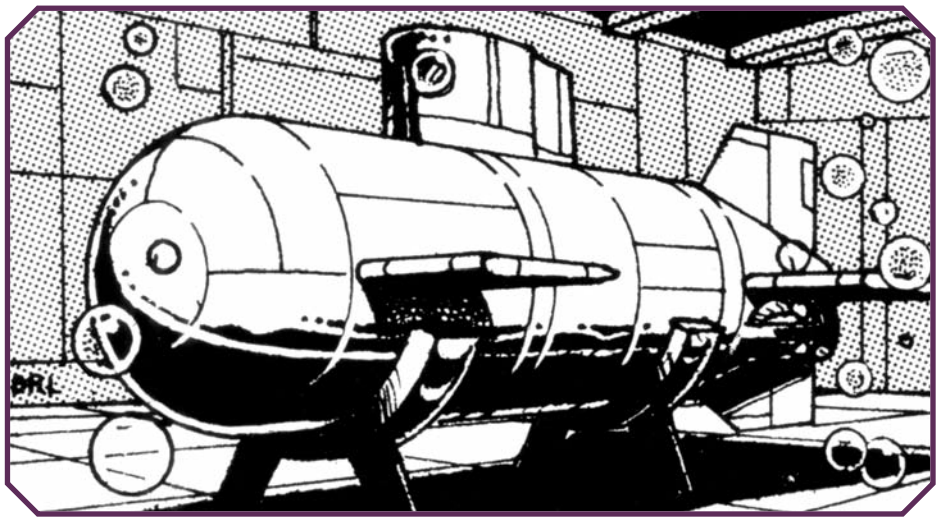
Aftermath and Sequels

Assuming that the adventure ends pretty much as the Fat Man has attempted to arrange it – with the *Sea Spectre* and the government secrets recaptured, but with the escape of the Fat Man, Simba, and Sorra Lee – the door is wide open for unusual repercussions and sequels.

The action team may have captured several travel discs. The attempt to decipher their technology could bring about a host of new adventures, especially depending upon who ended up with the discs.

And was the Fat Man really an alien? If so, what are his plans now that he has shown his true nature? So far he's acted primarily to frighten and alarm the major government powers of the world. If he plans to further his demands for unilateral disarmament of the world – or to pursue other, more sinister goals – it could provide for a fascinating rematch between the Fat Man and the agents who opposed him before. Oh, yes, and . . . how did he get here? If he came in a spaceship, where is it? *Is he alone?*

In any case, if the GM decides to continue this adventure – in effect, to start a full-fledged, obnoxious "camp" spy campaign – he'll find plenty of material to work with in the next Lair of the Fat Man.



Appendix One

The Fat Man's Team

Here follow full ***GURPS*** *Fourth Edition* write-ups for the Fat Man, Simba, and Sorra Lee.

The Fat Man

250 points

The Fat Man is morbidly obese, bald, and has a sallow complexion that makes him look very faintly East Asian. He has extremely pale gray-green eyes. He wears a chartreuse jumpsuit with a belt festooned with gadgets (hence the Gizmo advantage). He is unarmed, trusting in his teleport discs to get him away and his loyal minions to cover his escape, if necessary.

Note to the GM: This is the "secretly an alien" version of the Fat Man. His traits will need to be adjusted if you choose another explanation for his actions in this adventure. Also, there is considerable room for expansion in this write-up; the Fat Man could easily be a 300- or even 350-point adversary for the UNISTOMP team. In particular, with his IQ and Language Talent, the GM can easily justify giving him any language spoken by the agents in this adventure. (The Fat Man could also have some sort of superscience universal translator, but that's so much less impressive . . .)

ST 14 [40]; **DX** 10 [0]; **IQ** 17 [140]; **HT** 11 [10].

Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 17 [0]; Per 17 [0]; FP 11 [0].

Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 9 [5].

CF: Alien Homeland [0]; Communist Bloc [2]; Western Bloc [2].

*Languages:** Cantonese (Native) [4]; English (Native) [4]; Japanese (Native) [4]; Russian (Native) [4]; Swahili (Native) [4].

Advantages

Charisma 1 [5]; DR 10 (Force Field, +20%) [60]; Gizmos 1 [5]; Language Talent [10]; Social Regard 1 (Terrorist mastermind; Feared) [5]; Unusual Background (Alien) [20]; Versatile [5].

Disadvantages

Dependent (Sorra Lee; 0 or fewer points; Loved One; 15 or less) [-90]; Gluttony (12) [-5]; Overconfidence (12) [-5]; Secret (Alien; Possible Death) [-30]; Very Fat [-5].

Quirks: Taunts his victims incessantly. [-1]

Skills

Beam Weapons/TL9 (Pistol) (E) DX+3 [8]-13; Brainwashing/TL9 (H) IQ+2 [12]-19; Brawling (E) DX+3 [8]-13; Computer Operation/TL9 (E) IQ [1]-17; Computer Programming/TL9 (H) IQ-2 [1]-15; Electronics Operation/TL9 (Comm) (A) IQ-1 [1]-16; Electronics Operation/TL9 (Force Shields) (A) IQ-1 [1]-16; Electronics Operation/TL9 (Matter Transmitters) (A) IQ-1 [1]-16; Electronics Operation/TL9 (Sensors) (A) IQ-1 [1]-16; Engineer/TL9 (Electronics) (H) IQ-2 [1]-15; Geography/TL8 (Cold War Political) (H) IQ [4]-17; Guns/TL8 (Pistol) (E) DX+1 [2]-11; Guns/TL8 (SMG) (E) DX [1]-10; Liquid Projector/TL8 (Flamethrower) (E) DX [1]-10; Mathematics/TL9 (Applied) (H) IQ-2 [1]-15; Navigation/TL9 (Sea) (A) IQ-1 [1]-16; Navigation (Space) (A) IQ-1 [1]-16; Psychology (H) IQ-2 [1]-15; Submarine/TL8 (Mini-Sub) (A) DX+2 [8]-12; Tactics (H) IQ-2 [1]-15; Traps/TL9 (A) IQ-1 [1]-16.

* All languages modified for Language Talent.

Equipment

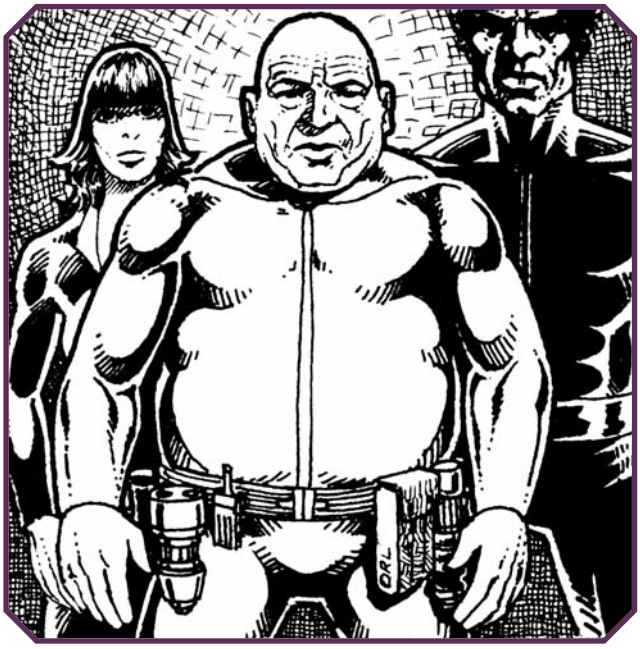
Governor for all systems aboard the *Sea Spectre*.

Simba, the African Master Spy

250 points

Simba is an extraordinarily imposing character. He should easily be a match for any one of the UNISTOMP agents, and – having the advantage of knowing exactly what is going on – could well present a formidable adversary for the entire team, if they ever actually meet him. His primary job in this scenario is to guard Sorra Lee, and secondarily to prevent the action team from gaining access to the mini-sub, the Fat Man's only method of escape.

Simba has coal-black skin, hair, and eyes. If he survives this adventure, he will almost certainly dedicate himself to making life for the UNISTOMP agents extremely difficult, at least when the Fat Man doesn't require his services. Simba is completely unprincipled, with the sole exception of unwavering loyalty to whoever signs his checks . . . at least until he gets a bigger one.



ST 14 [40]; **DX** 15 [100]; **IQ** 10 [0]; **HT** 12 [20].
Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 12 [10]; Per 11 [5]; FP 16 [12].
Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 11; Parry 11 (Brawling).

Social Background

TL: 8 [0].
CF: Western Africa [0].
Languages: Arabic (Accented/None) [2]; English (Accented) [4]; French (Native) [6]; Russian (Accented) [4]; Swahili (Native) [0].

Advantages

Combat Reflexes [15]; Gunslinger [25]; High Pain Threshold [10]; Super-Spy 2 (p. 4) [30]; Very Fit [15].

Disadvantages

Bloodlust (9) [-15]; Callous [-5]; Compulsive Carousing (9) [-7]; Greed (15) [-7]; Lecherousness (9) [-22]; Overconfidence (12) [-5]; Reputation -4 (Unprincipled spy-for-hire; Other master spies; 10 or less) [-3]; Selfish (12) [-5].
Quirks: Distinctive Features; Proud; Staid; Uncongenial. [-4]

Skills

Armoury/TL8 (Small Arms) (A) IQ+1 [4]-11; Axe/Mace (A) DX-1 [1]-14; Brawling (E) DX [1]-15; Carousing (E) HT+1 [2]-13; Detect Lies (H) Per [1]-11*; Escape (H) DX [1]-15*; First Aid/TL8 (E) IQ [1]-10; Guns/TL8 (Pistol) (E) DX [1]-15; Guns/TL8 (Rifle) (E) DX [1]-15; Guns/TL8 (SMG) (E) DX [1]-15; Holdout (A) IQ+1 [1]-11*; Intimidation (A) Will+1 [4]-13; Shadowing (A) IQ [1]-10†.

* Includes +2 for Super-Spy.
† Includes +2 for Super-Spy and -1 for Distinctive Features.

Sorra Lee, the Fat Man's Daughter

-19 points

Sorra is a 26-year-old woman. At some point in her youth, she suffered a brain injury that stunted her mental development. The Fat Man claims she is his daughter, but no one knows their true relationship. Sorra firmly believes that the Fat Man is her father, having known him as far back as she can remember. She is utterly devoted to him, and almost as loyal to Simba, who has been her "babysitter" for a couple of years now.

Sorra is a natural shot with a pistol; she has never tried long arms, but chances are she would be a sharpshooter with those, too. Most of the time, Sorra stays with the Fat Man as he meets with his lieutenants and plots his next job.

ST 10 [0]; **DX** 11 [20]; **IQ** 6 [-80]; **HT** 10 [0].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 6 [0]; Per 6 [0]; FP 10 [0].
Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 9 [5].
CF: Western Bloc [0].
Languages: English (Native) [0].

Advantages

Charisma 3 [15]; Empathy [15]; Unfazeable [15]; Unusual Background (Alien) [20].
Perks: Deep Sleeper; Honest Face. [2]

Disadvantages

Absent-Mindedness [-15]; Confused (12) [-10]; Curious (12) [-5]; Gullibility (15) [-5]; Secret (Alien) [-30]; Short Attention Span (12) [-10]; Truthfulness (12) [-5].
Quirks: Distractible; Dreamer; Follows Simba everywhere. [-3]

Skills

Guns/TL8 (Pistol) (E) DX+5 [16]-16; Hobby Skill (Needlework) (E) DX+4 [12]-15; Mimicry (Animal Sounds) (H) IQ+4 [20]-10; Swimming (E) HT+2 [4]-12.

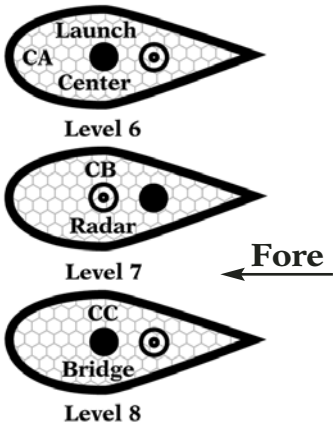
Appendix Two

Maps of the *Sea Spectre*

Map Key

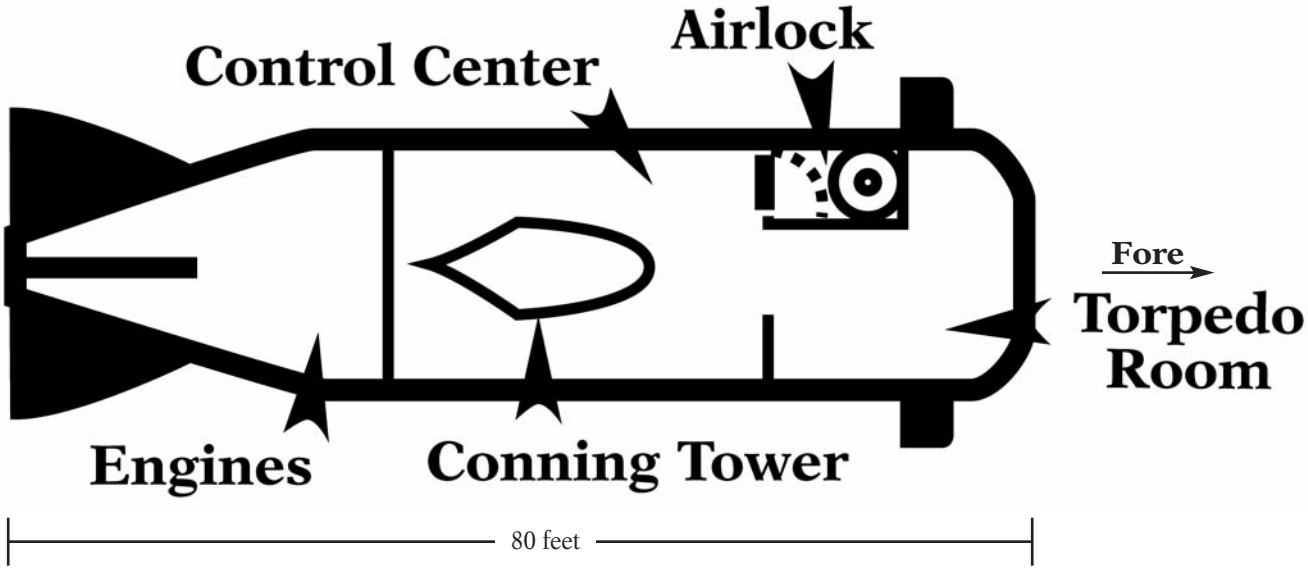
Outer Hull ———
Interior Walls ———
Details Within Rooms
Closed Hatch*
Open Hatch
Ladder Leading to Hatch in Ceiling ⊙
Hatch on Floor ●
Stairs IIIII
Vertical Ladder H
Zombie Starting Location (four man team) Z
1 hex (0.077") = 1 yard

* "....." indicates direction and distance hatch swings

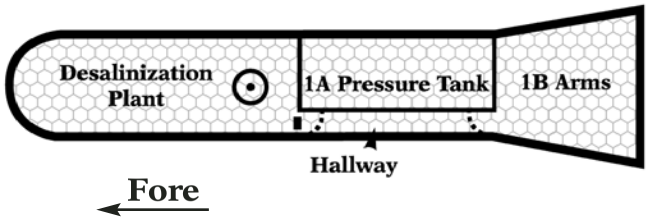


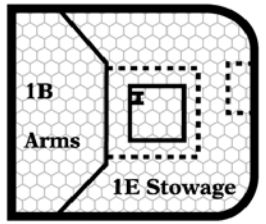
Conning Tower

Mini-Sub (in 4C)

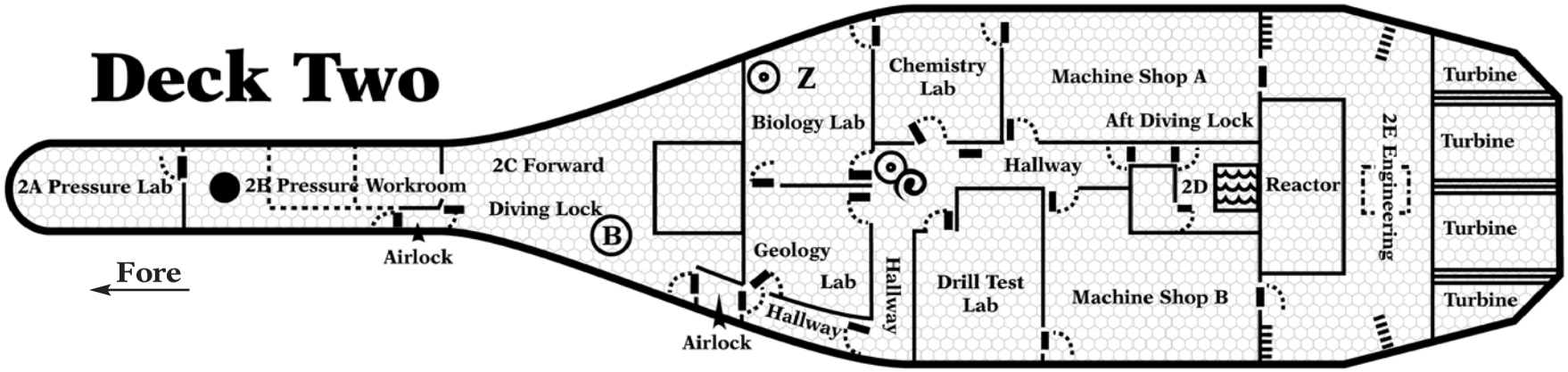


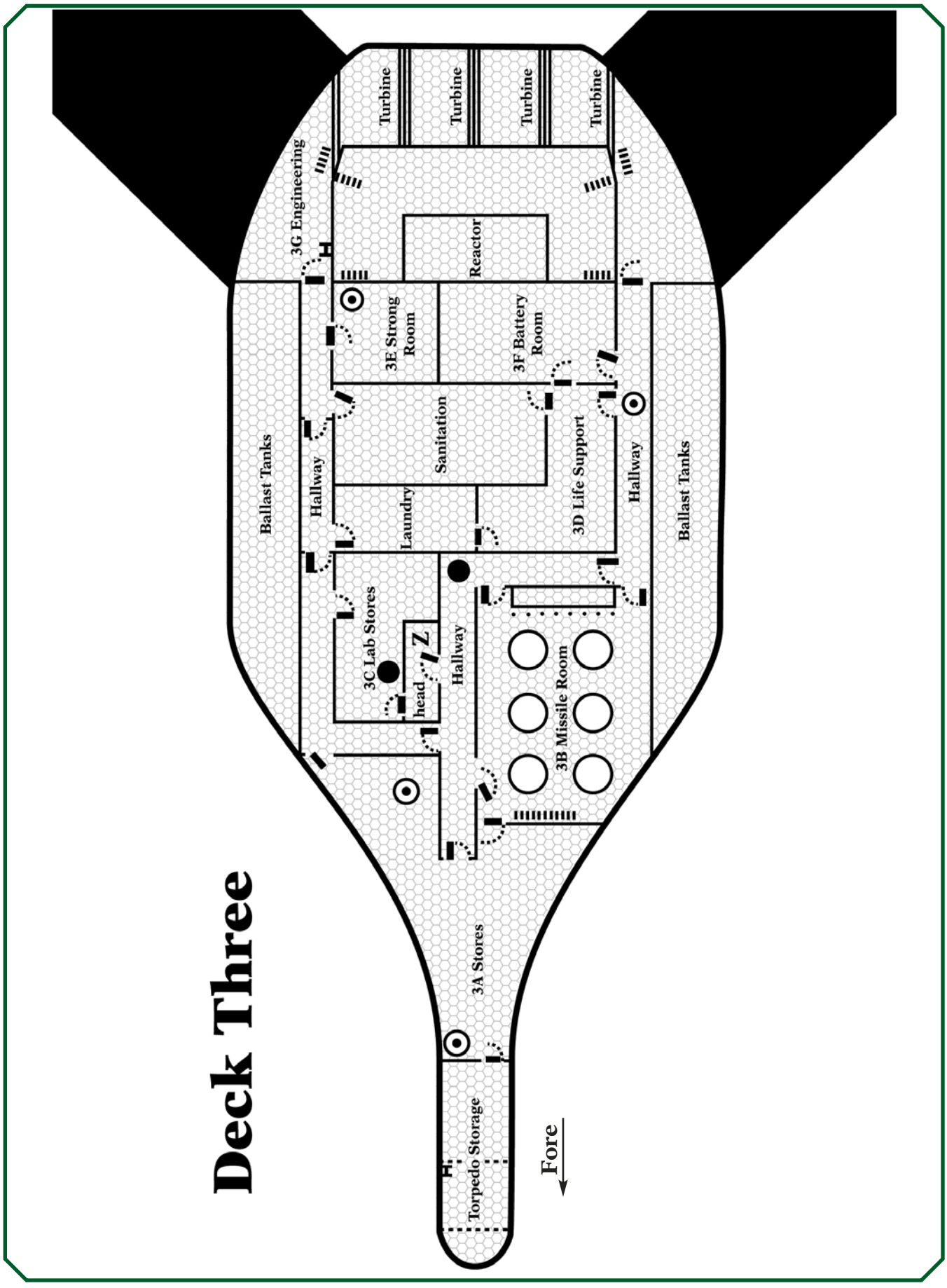
Deck One



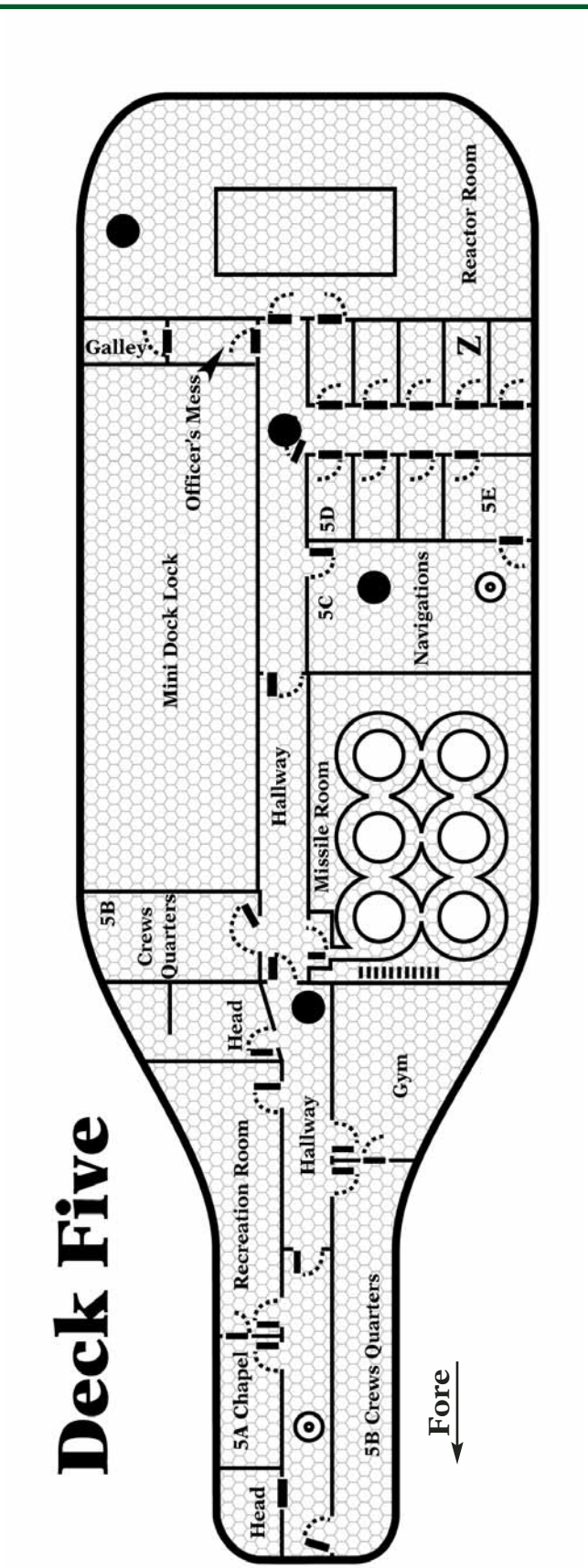


Deck Two




Deck Three
Fore
Torpedo Storage
3A Stores
3B Missile Room
3C Lab Stores
head
Hallway
Laundry
Sanitation
3D Life Support
3E Strong Room
3F Battery Room
Reactor
3G Engineering
Turbine
Turbine
Turbine
Turbine
Ballast Tanks
Hallway
Hallway
Ballast Tanks

Deck Four
Turbine
Turbine
Turbine
Turbine
Ballast Tanks
4C Mini Dock Lock
4F
Dock Control
4E
4E
4E
4D Control
Room
Computer Center
Ballast Tanks
4B Hallway
Stores
Mess Hall
Galley
Stores
4A Torpedo Room
Fore


Deck Five
Galley
Officer's Mess
Mini Dock Lock
5B
Crews
Quarters
Head
Hallway
Missile Room
5C
5D
5E
Navigations
Z
Reactor Room
5A Chapel
Recreation Room
Hallway
Gym
Head
5B Crews Quarters
Fore

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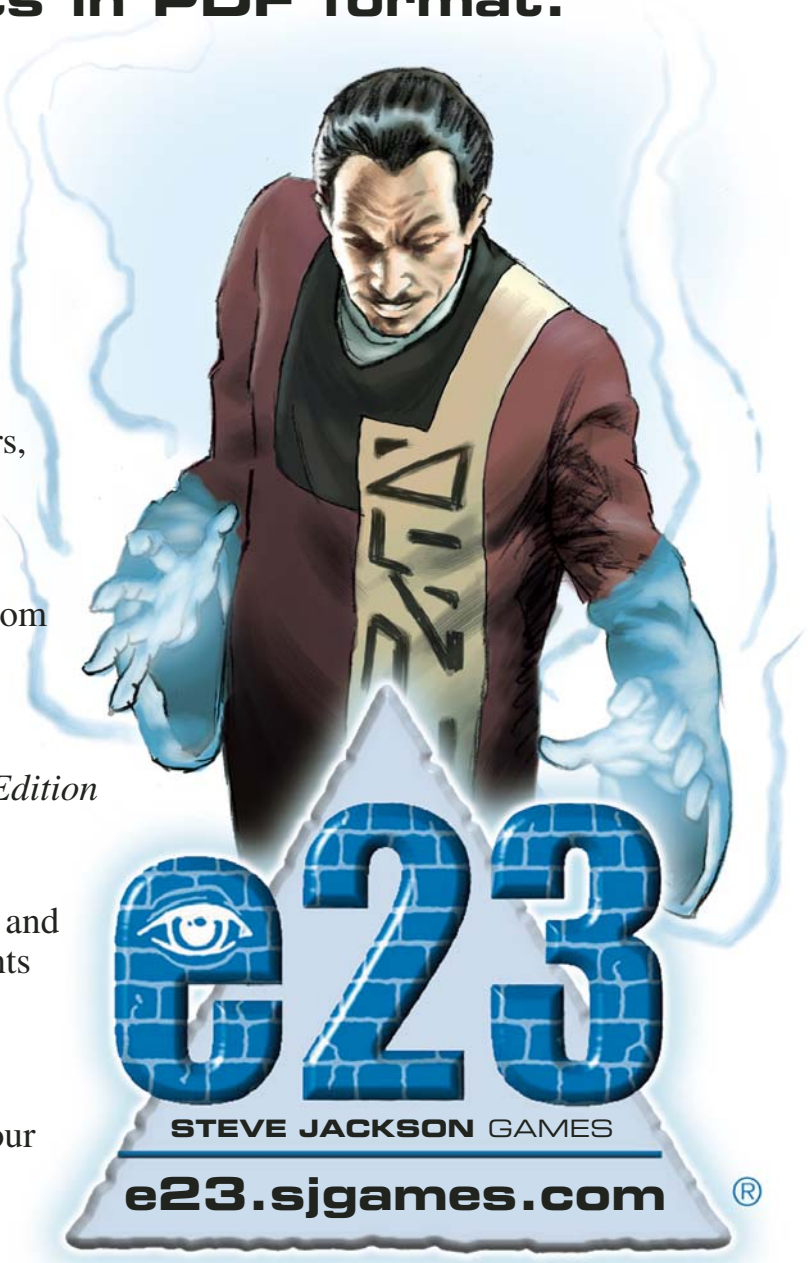

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